United States Patent

[11] 3,601,402

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East Paterson, N.J.

Division of Ser. No. 678,076, Oct. 25, 1967, Pat. No. 3,525,318.

[54] **TARGET GRID FOR RECEIVING CONICAL PROJECTILES**
2 Claims, 13 Drawing Figs.

[52] U.S. Cl. ..... 273/105 R
[51] Int. Cl. A63b 63/00
[50] Field of Search ..... 273/105, 102.4, 102 R, 101

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Assistant Examiner—Marvin Siskind
Attorney—Kirschstein, Kirschstein, Ottinger and Frank

ABSTRACT: A game constituting a target grid, projectiles and a catapult launcher, wherein the target grid is composed of an array of columns and rows of abutting perforated square inverted pyramidal seats the bases of which lie in a common horizontal plane, the seats being subdivided into differently colored areas for selective target objectives, wherein the projectiles are cones with weighted balls frictionally held interiorly of the noses of the cones and different projectiles are differently colored for intended reception in areas of matching color in the target grid.

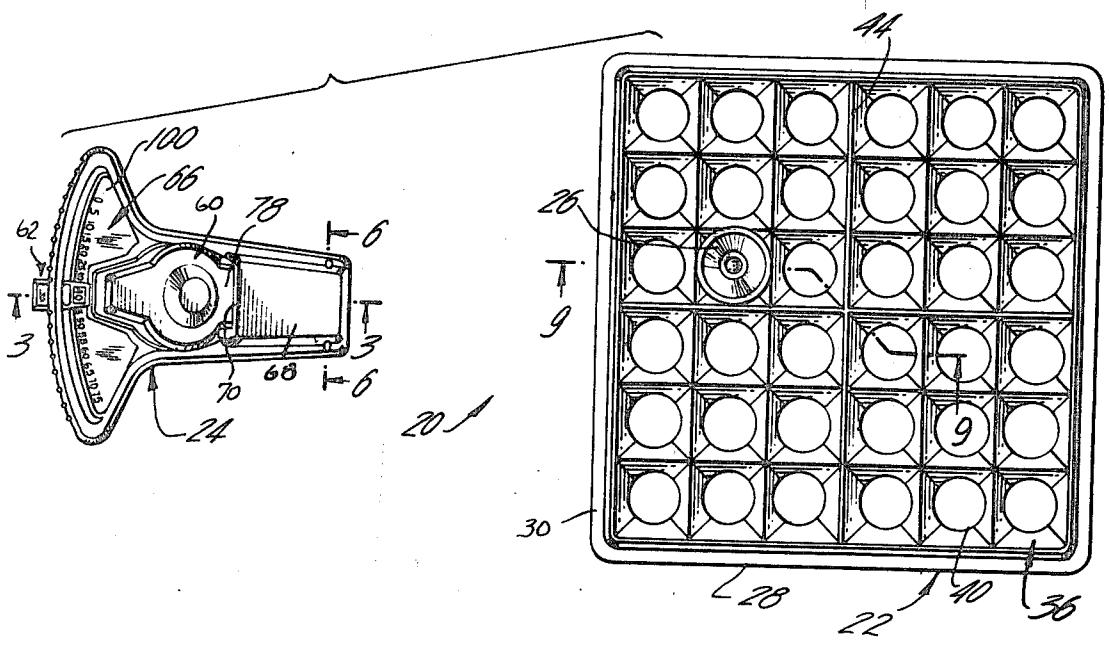


FIG. 1

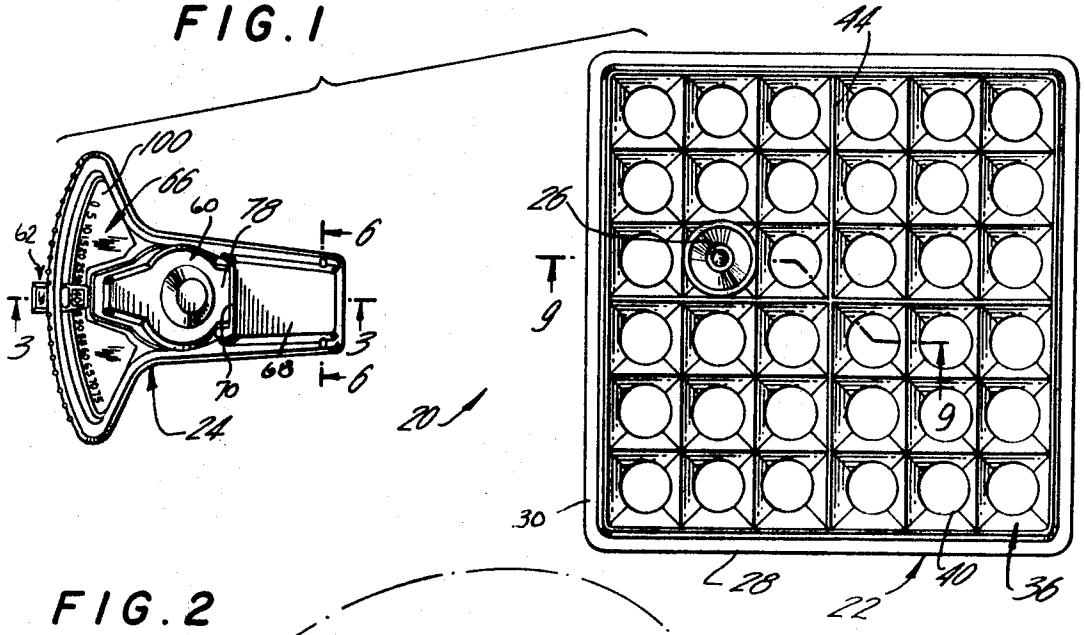


FIG. 2

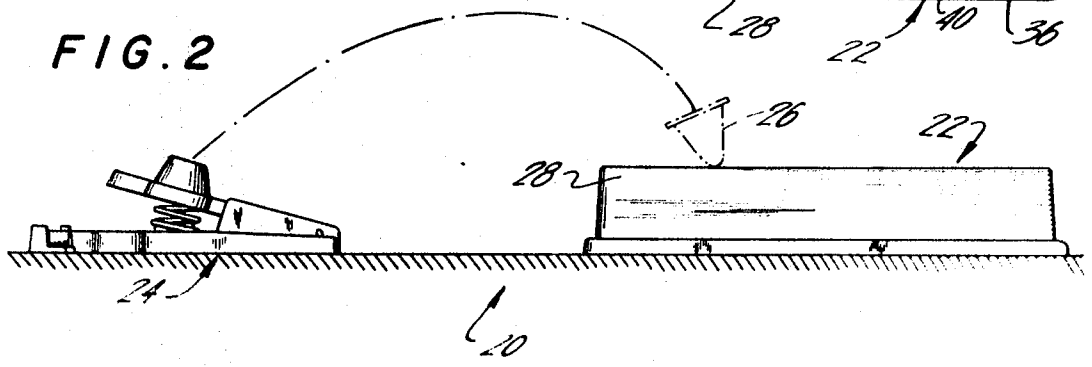


FIG. 3

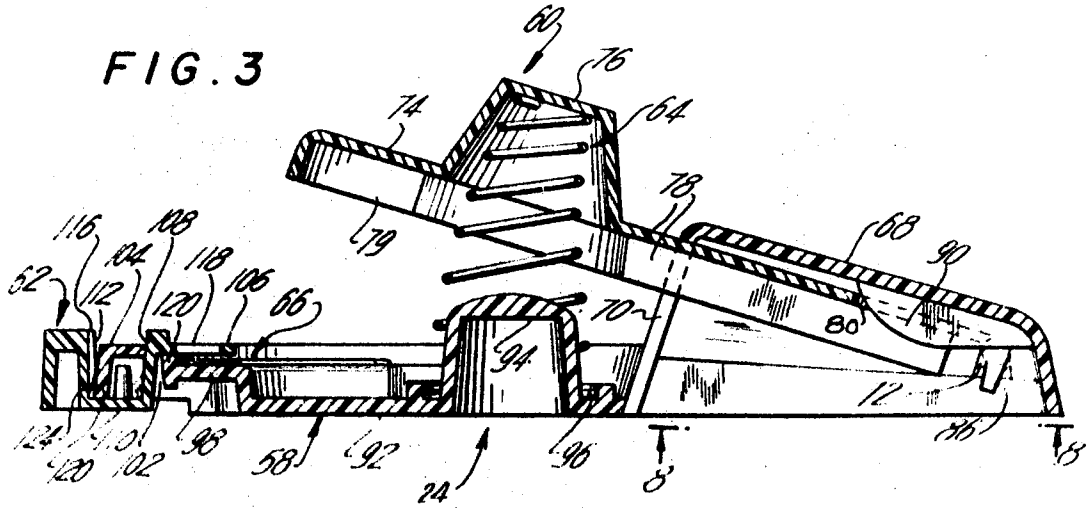


FIG. 4

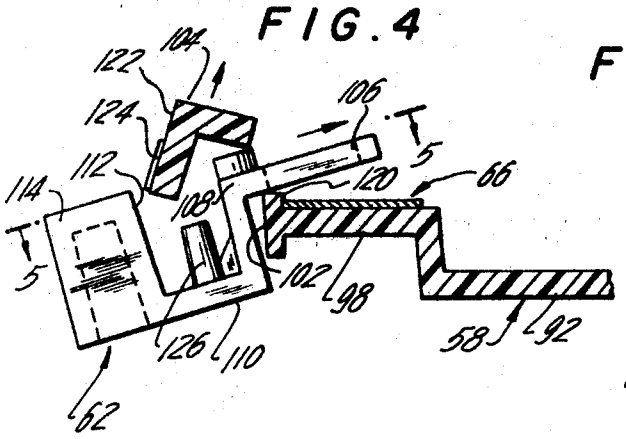


FIG. 5

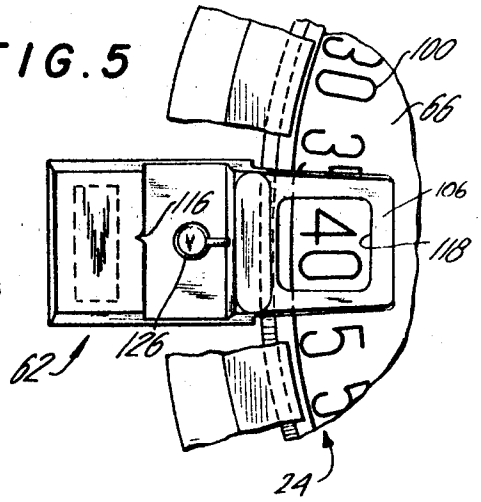


FIG. 6

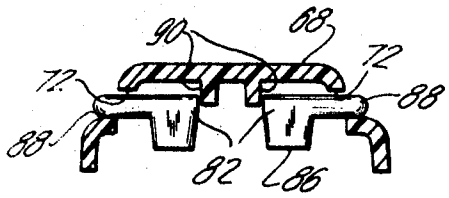


FIG. 8

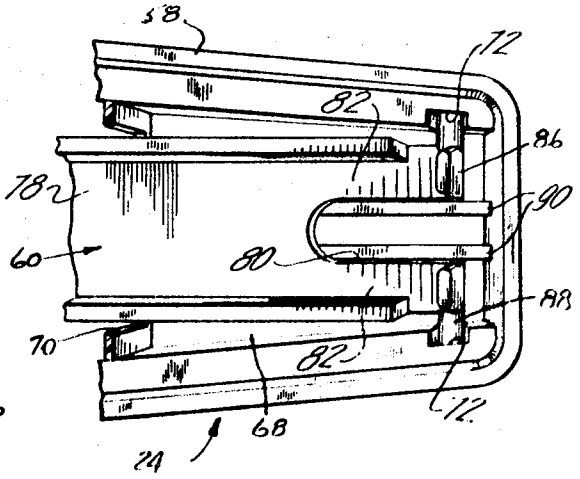


FIG. 7

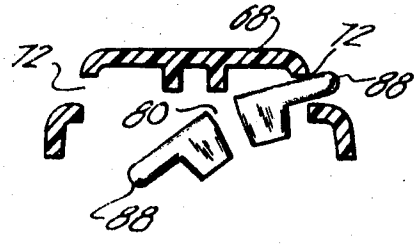


FIG. 9

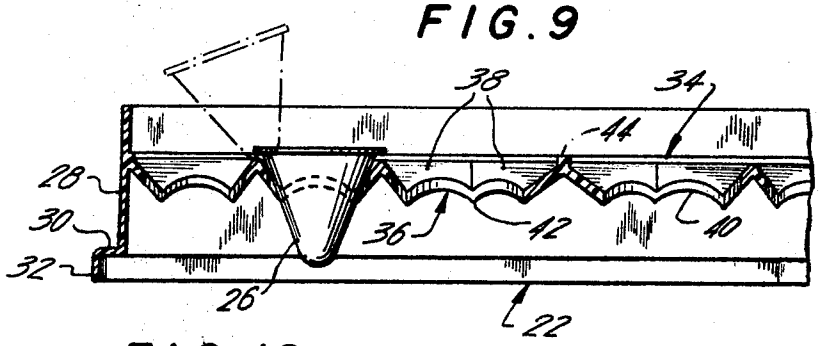


FIG. 10

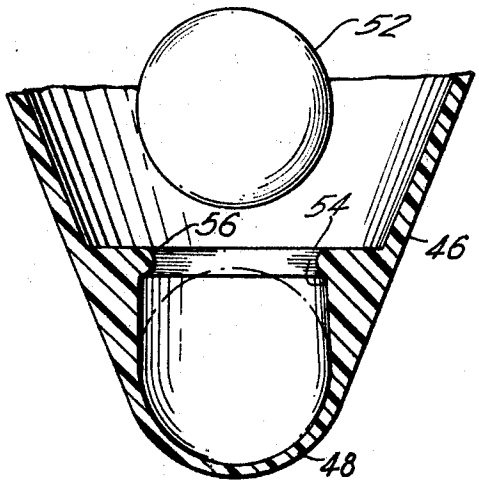


FIG. 11

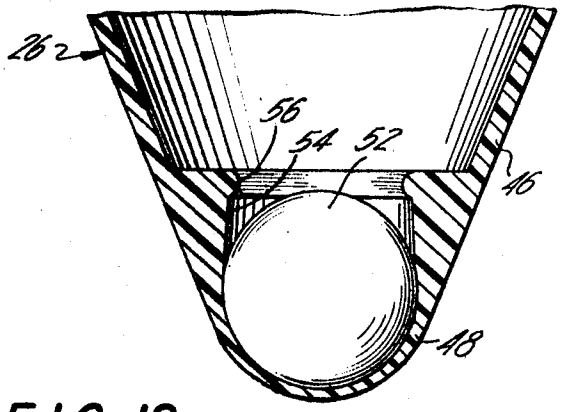


FIG. 12

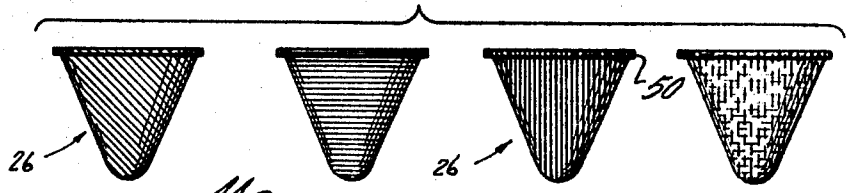
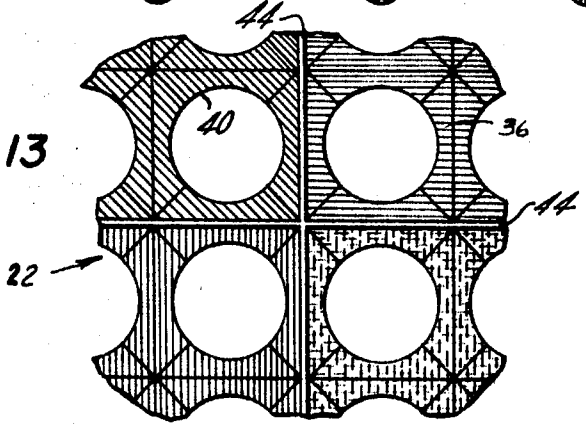


FIG. 13



TARGET GRID FOR RECEIVING CONICAL PROJECTILES

CROSS-REFERENCES TO RELATED APPLICATIONS

This application and application Ser. No. 794,997, filed Jan. 29, 1969, now U.S. Pat. No. 3,528,385, filed concurrently herewith both are divisions of application Ser. No. 678,076, filed Oct. 25, 1967, and now U.S. Pat. No. 3,525,318. This application, the concurrently filed application and the parent application are owned by a common assignee.

BACKGROUND OF THE INVENTION

1. Field of the Invention

A game including a target grid composed of differently colored areas of a patterned array of seats and in combination therewith differently colored conical projectiles and spring-actuated launchers for the projectiles.

2. Description of the Prior Art

It has been proposed heretofore to provide games in the general category of a target grid with projectiles that are launched by a catapult onto the grid and to form the grid as an orthogonal array of truncated downwardly tapered seats. However, in such games the target grid presented an upwardly facing surface including many three-dimensional pointed cusps which were potentially harmful to young children who, in the excitement of the game, might fall and strike this surface. These games also were provided with projectiles and launchers embodying sharp corners and of crude construction, being thereby likewise possibly harmful and being incapable of withstanding the energetic action of young children bent on enjoyment rather than extended life of the game. These drawbacks have hindered widespread sale of such games and prevented them from realizing their full commercial capabilities.

SUMMARY OF THE INVENTION

It is an object of the present invention to provide a game of the character described having an improved target grid, improved projectiles and improved catapult launchers which overcome the foregoing drawbacks.

It is another object of the invention to provide in a game of the character described a target grid in which the array of projectile receiving seats is subdivided into differently colored areas for the intended reception of differently colored projectiles, so that only when a projectile of a certain color descends in an area of matching color is the player credited with a score.

It is another object of the invention to provide in a game of the character described a target grid in which the seats are so structured that the edges of the seats defining the upper surface of the grid lie in a common horizontal plane, thereby eliminating the formation of upwardly pointed cusps which might be a possible source of danger to a player.

It is another object of the invention to provide in a game of the character described a target grid in which the seats are of inverted truncated square pyramidal configuration, thereby enabling the bases of the seats to be in the shape of straight lines and enabling all of these lines to be arranged in a common horizontal plane so as to eliminate upwardly pointed cusps.

It is another object of the invention to provide in a game of the character described a projectile having a rounded nose and in which a well is located internally of the projectile in back of the nose, the well constrictively receiving a spherical weight, and thereby ensuring that the weight is firmly held in place, even during rough play, and further providing a simple and inexpensive method of assembly.

It is another object of the invention to provide in a game of the character described a catapult launcher, in which the catapult lever is pivotally interengaged with the base of the launcher in a unique fashion that permits ready assembly and easy relative pivotal movement, and yet captively interlocks the lever to the base, so that even when handled roughly the lever will not become disengaged from the base.

It is another object of the invention to provide in a game of the character described a catapult launcher having a linear row of numerical graduations and a scoring marker slidable along said row, the marker being slidably interlocked to the base in a fashion which permits simple assembly, but is difficult to disassemble accidentally, so that the marker likewise will remain attached to the base and readily operable, despite rough handling.

It is another object of the invention to provide a game constituting the aforesaid components wherein the sundry components can be readily made by mass production methods such as injection molding so as in general to provide for economical manufacture and thus enable the game to be offered for sale at a price low enough to encourage its widespread adoption.

Other objects of the invention in part will be obvious and in part will be pointed out hereinafter.

The invention accordingly consists in the features of construction, combinations of elements and arrangement of parts which will be exemplified in the game hereinafter described and of which the scope of application will be indicated in the appended claims.

BRIEF DESCRIPTION OF THE DRAWINGS

In the accompanying drawings in which is shown one of the various possible embodiments of the invention,

FIG. 1 is a top plan view of the game, the same illustrating the target grid, a single projectile launcher and a single projectile seated in the grid, it being understood that a typical game includes many more projectiles, preferably subdivided into differently colored groups, and more launchers, a different one for each player;

FIG. 2 is a side view of the game shown in FIG. 1; the projectile, however, instead of being illustrated as seated in an opening in the target grid, is shown in dot and dash lines in its path of flight from the launcher to the target grid;

FIG. 3 is an enlarged vertical central longitudinal view through the projectile launcher, the same being taken substantially along the line 3—3 of FIG. 1;

FIG. 4 is a highly enlarged vertical central longitudinal view only through the portion of the launcher including the scoring marker and associated portion of the launcher base, said figure illustrating the launcher base and marker at a stage in the coupling of the marker to the base;

FIG. 5 is an auxiliary fragmentary view taken substantially along the line 5—5 of FIG. 4;

FIG. 6 is an enlarged transverse vertical sectional view through the pivot interconnecting the launching lever and the base of the launcher, the same being taken substantially along the line 6—6 of FIG. 1 and illustrating the pivot as it appears after the two parts have been fully assembled;

FIG. 7 is a view similar to FIG. 6, but showing the two parts at a stage of their assembly;

FIG. 8 is a bottom plan view of the launcher in the vicinity of the pivotal interconnection between the launching lever and the base of the launcher;

FIG. 9 is an enlarged fragmentary sectional view taken substantially along the line 9—9 of FIG. 1;

FIG. 10 is an enlarged axial fragmentary view through the nose of a projectile and the spherical weight before the two are fully assembled;

FIG. 11 is a view similar to FIG. 10, but showing the weight as it appears when tightly seated in the nose of the projectile;

FIG. 12 is a side view of a group of differently colored projectiles; and

FIG. 13 is an enlarged top plan view of the central portion of the target grid, the same illustrating the subdivision of the target grid into areas of different colors which match different colors of the projectiles.

DESCRIPTION OF THE PREFERRED EMBODIMENTS

Referring now in detail to the drawings the reference numeral **20** (see FIGS. **1** and **2**) denotes a game embodying the present invention. The game includes a target grid **22**, a catapult launcher **24** and a projectile **26**. As indicated previously, the general combination of these three elements, inclusive of plural projectiles and plural launchers, has been proposed heretofore. However, the individual components have been more or less crude and subject to various drawbacks. The present invention resides in constructing these three components in an improved manner which provides more safety and a more attractive play and which renders the components better suited to withstand the rough handling to which action games of this type are subjected by vigorous youngsters.

The principal elements of all of the components are fabricated from synthetic plastic, preferably a thermoplastic, such as polyethylene, which is able to withstand impacts and which can be readily manufactured by high-speed, low-cost, mass production techniques, such as injection molding. The entire target grid is made of synthetic plastic as a single piece. The projectile is made of a single piece of synthetic plastic, except for its weight. The base of the projectile launcher, the scoring marker and the launching lever are each a single piece of synthetic plastic. The spring for the launching lever preferably is made of metal spring wire and, as later will be seen, an identifying panel is provided for each launcher, this optionally being fabricated from paper.

The target grid **22** constitutes a boundary frame **28** formed with four sidewalls joined in a plan square configuration. The sidewalls are slightly upwardly convergent for easy withdrawal from a mold. The bottom edges of the sidewalls are formed with an integrally outwardly extending ledge **30** that terminates in a perimetric dependent flange **32** (see FIG. **9**), the lower edge of the flange lying in a horizontal plane and being adapted to sit on a flat horizontal surface such as a floor or table. If desired, the space defined by the ledge **30** and flange **32** may constitute a seat for reception of a cardboard closure panel.

The boundary frame **28** serves to support a projectile receiving partition **34** of the target grid. The design of the partition **34** is a feature of the present invention, being such as to eliminate the presence of upwardly extending pointed cusps that might be struck by an unwary young player of the game.

In particular, the projectile-receiving partition **34** is offset downwardly from the upper edge of the boundary frame so that in its protected position it is less likely to be accidentally struck by a user. Said projectile receiving partition is generally horizontal and is composed of rows and columns of juxtaposed projectile receiving seats **36**, each seat being bounded by an upwardly facing mouth of square configuration. All of the mouths are of the same size. The rows and columns of mouths are mutually rectangularly (orthogonally) oriented, that is to say, the rows extend at right angles to the columns. The number of mouths in each row is the same and is equal to the number in each column so that the overall array is square to fit within the square frame **28**.

In particular, the individual seats **36** are in the shape of inverted truncated square pyramids, so that each seat is composed of four planar, that is to say, flat, walls **38**. The walls converge downwardly to the truncated end of the seat which is in the form of an opening **40**. The openings are of circular plan configuration, whereby each opening intersects each of its four associated walls in a quadrant of a circle, as viewed in plan. The intersection of each opening with its affiliated walls forms a cusp **42** at each corner of the pyramidal seat, as can be seen in FIG. **9**, but it is important to observe that these cusps extend in a downward direction toward the supporting base of the frame, so that they are protected and are not likely to be inadvertently struck by a player of a game. As later will be seen, the angle of convergence of the four walls **38** is approximately equal to the angle of convergence of a conical projectile **26**, so that, as can be seen from inspection of FIG. **9**, when a projectile is received in a seat it fits nicely therein and does not rock about excessively. Preferably, the angle of convergence of the projectile is a few, e.g., 10 , smaller than the angle of convergence of the seat, for the projectile to be more easily guided down into the opening **40**.

As can be seen from FIGS. **1**, **9** and **13**, adjacent seats are in linear contact with one another at their broad open mouths which constitute the bases of the inverted pyramids. Thereby, the entire upper surface of the partition **34** is composed of seats with no spaces between them. Hence, when a projectile lands upon the partition, it will always be guided down into one of the seats and will not tend to rest upon the surface of the partition bridging seats.

Attention is particularly directed to the fact that because the seats are in the form of square pyramids, rather than cones for example, the lines of intersection of adjacent walls of juxtaposed pyramids form straight apices of dihedral angles and the entire upper surface of the partition **34** therefore is composed of a network of such apices which lie in a common horizontal plane. Moreover, where the apices intersect at the junctions of any four seats, the point of intersection will lie in the same horizontal plane as the apices—it will not be situated above this plane to form a raised cusp such as is characteristic of target grids heretofore and which presented a possible danger to unwary enthusiastic players of the game.

To heighten the skill required in, and the pleasure received from, play of the game **20** the partition **34** is subdivided into four quadrants by slightly thickening and raising the apices of the intersections of the seats **36** along the lines defining the boundaries between the quadrants. These thickened apices are indicated by the reference numeral **44** and will be seen in FIGS. **1**, **9** and **13**. In the specific example illustrated, where there are six rows and six columns of openings, the thickened apices **44** subdivide the partition into four equal sized quadrants, each consisting of three rows and three columns of seats. In order to distinguish the quadrants from one another, they are colored differently, the upper left-hand quadrant in FIG. **13** being colored green, the lower left-hand quadrant being colored red, the upper right-hand quadrant being colored blue, and the lower right-hand quadrant being colored yellow. It subsequently will be seen that each of these quadrants constitutes a subdivided target area of the entire target grid which is intended to be assigned to a specific player so that he will be required to exercise additional skill in order to direct his projectiles to a target of such limited area.

Each projectile **26** is composed of a conical sidewall **46** terminating at its apex in a rounded nose **48** and provided with a squat outwardly extending flange **50** at its wide end. Each projectile is hollow, being essentially in the form of a shell with an open wide end.

In order to steady the flight of the projectile, which is denoted by a dot and dash line in FIG. **2**, the same is weighted at its nose. This has the further advantage that during the descending part of its travel the projectile will assume a nose downward position, thereby more positively tending to be received in a seat which is struck by its nose. Since the demarcation between any two adjacent openings is a thin line, and since the nose of the projectile is rounded, the projectile will automatically deflect into that seat which it principally overlies at the moment it strikes the partition **34**.

To weight the projectile there is employed a ball **52**, e.g., a steel ball, and the internal surface of the nose of a projectile is slightly thickened, as shown in FIGS. **10** and **11**, to form a circular rearwardly opening well **54**. The bottom of the well is immediately adjacent the nose **48** and the well is arranged to be coincident with the longitudinal axis of symmetry of the projectile. The diameter of the well **54** is so dimensioned that it is slightly less than the diameter of the ball **52**. For example, the diameter of the ball is 0.312 inch and the diameter of the well is 0.302 inch. It will be recalled that the projectile is made of polyethylene which is a somewhat yieldable plastic, i.e., can be squeezed and distorted under pressure and which is resilient. The ball thereby is so dimensioned with respect to

the well that it is a force fit in the well, as can be seen by comparing FIGS. 10 and 11, in the latter of which the ball is seated in the well. This seating is so tight that the ball will tend to remain in the well even through very rough handling by a child. Yet, the assembly is such that it can be carried out very quickly and easily by mass production methods, so that the projectiles are particularly inexpensive to make. As a precaution, although not necessary to the practice of the invention, the mouth of the well is slightly constructed by the provision of a half round inwardly extending rib 56, so that if the ball should be accidentally dislodged from its fully received position in the well, it will nevertheless tend to remain within the confines of the well.

The flange 50 aids to the flight stability characteristic of the projectile, tending to prevent wobbling during flight.

The game includes several projectiles 26, enough so that each player can be provided with a supply thereof. For example, there may be six projectiles for each player and if four players are contemplated, the game will include 24 projectiles. Moreover, in the preferred form of the invention the projectiles for each player are colored differently from the projectiles for all other players. One different projectile for each player is illustrated in FIG. 12, where there will be seen a green, a blue, a red and a yellow projectile. In the game just being described there typically will be six projectiles of each different color forming a differently colored group of projectiles for each different player. It is intended that the green projectiles be so directed during a launch that they will strike and be seated in the green quadrant of the target grid, similarly for the blue, and likewise for the red and yellow.

The catapult launcher 24 is illustrated in FIGS. 1–8. It includes a launcher base 58, a launching lever 60, a scoring marker 62 and a launching spring 64. It further includes an identifying color panel 66. The launching lever is pivotally connected to the base, as soon will be described. The spring is so arranged that it is compressed when the launching lever is depressed and will snap the launching lever up when said lever is released, and the scoring market is secured to the base in such a fashion that it can be moved along the same to indicate the player's score. The color of the panel 66 is to identify a player and to assign to him a specific color group of projectiles and a specific colored quadrant of the target grid.

The base has the plan contour of a T, as best can be seen in FIG. 1. At the foot of the T a raised hollow housing 68 is provided, the top wall of said housing being inclined toward the top of the base at an angle of about 30°. The rear wall of the housing remote from the top of the base of the T is formed with an upwardly extending slot 70. The sidewalls of the housing adjacent the top of the base of the T are provided with transversely extending registered openings 72 (see FIGS. 3, 6, 7 and 8). These openings constitute journals for pivotal connection to the launching lever.

The launching lever 60 is formed to provide a launching platform 74 in which there is centered an upwardly extending truncated conical boss 76. The platform extends forwardly from the boss 76 in the configuration of a parallel-sided shank 78. The tip of the shank is bifurcated by a slot 80 to subdivide the tip into a pair of fingers 82. Inasmuch as the launching lever is fabricated from polyethylene, which is somewhat flexible the provision of the slot 80 enables the fingers to be flexed toward one another. Also, since polyethylene is resilient, the fingers will, after a deforming force has been removed therefrom, resume their normal parallel relationship. A pendent perimetral flange 79 circumscribes the launching lever, except at the tip thereof remote from the launching platform and except at the inner sides of the fingers 82, thereby heightening the ability of the fingers to flex upon the application of pressure. Pendent lugs 86 are located on the undersides of the tips of the fingers 82.

A pivot pin 88 extends outwardly from the outer side of the tip of each finger 82. These pins are in alignment and are horizontal in the assembled condition of the launcher 24. The pins extend far enough from the fingers to fully project through the openings 72 in the launcher base when the launching lever is fully assembled on the base. However, the fingers can be forced together enough to enable the pins to move toward one another to an extent such that the tips of the pins can be inserted into the housing 68 until the tips are in registration with the openings 72 and thereafter, upon release of the force squeezing the pins together, the pins will extend through the openings to form a freely turning pivotal connection with the launcher base.

In FIG. 7 there is illustrated the procedure by which the launching lever preferably is pivotally interconnected to the launcher base. Pursuant to this procedure one of the pins is inserted into its associated opening 72, the finger carrying the other pin then is urged toward the finger carrying the first pin until the amount of movement toward one another is sufficient to enable the second pin to enter its associated opening. During this time the launching lever is tilted. Then the launching lever is restored to its flat condition, i.e., with the shank 78 parallel to the top wall of the housing 68. Thereupon a pressure forcing the fingers together is released, allowing the second pin to snap into its associated opening 72. The latter position is illustrated in FIG. 6.

The foregoing method of assembly is conducive to inexpensive and rapid interengagement of the lever and base and thus enables the launcher to be put together inexpensively. However, it also is desirable to prevent an inquisitive and ingenious child from reversing this procedure and thereby disassembling the launcher, to the detriment of the game. For this purpose, the launcher includes a locking device, which, after the lever has been pivotally assembled to the base, makes it extremely difficult to squeeze the fingers back toward one another so as to disengage the pins from their openings. The locking device very simply comprises a pair of parallel ribs 90 depending from the undersurface of the top wall of the housing 68. The ribs 90 extend parallel to the length of the shank of the launching lever. The distance between the outer surfaces of the ribs 90 is slightly less than the space between the inner surface of the fingers 82 in relaxed position. Moreover, the ribs 90 are centered between the fingers when the launching lever is pivotally connected to the base, this being best seen in FIGS. 6 and 8. The ribs are of sufficient depth to extend into the space between the fingers where they fit loosely without inhibiting easy pivotal movement of the lever. However, the ribs, by being close to the launching inner surfaces of the fingers, prevent the fingers from being squeezed back together to release the pins from their associated openings. Hence, once the lever has been connected to the base, it is extremely difficult for a child to disassemble it.

The base 58 of the launching lever includes a bottom wall 92, which is provided with an upwardly extending plug 94 that is so situated as to be received within the hollow interior of the boss 76 when the launching lever is depressed to an extent such that the bottom edge of the flange 79 contacts the top surface of the wall 92. Moreover, the plug is small enough so that at this time a tubular space is left between it and the inner surface of the boss.

The spring 64 is a conical helical coil compression spring which is upwardly tapered. The narrow upper end of the spring is seated against the undersurface of the top wall of the boss 76. The broad lower end of the spring is seated in an annular well 96 circumscribing the base of the plug 94. The shank 78 of the launching lever extends through the slot 70 in the distal wall of the housing 68.

The upper end of said slot acts as a stop for determining the upward position of the launching lever. The spring is so dimensioned that in this upward position of the launching lever the spring is still under compression. Obviously, when the launching lever is depressed, the compressive stress in the spring is increased. Thereafter, when the spring is released, the launching lever will fly upwardly, turning about the pins 88 until the shank 78 strikes the upper end of the slot 70, abruptly checking its movement and allowing a projectile which is seated on the boss 76 to fly up, hopefully in such direction that it will strike the target grid in an intended area.

The external surface of the boss **76** approximately matches the interior surface of the projectile around its wide base. However, it does not form a snug fit therewith which would tend to inhibit launching of the projectile. Rather, the fit is a slightly loose one—a few hundredths of an inch too large in diameter.

An arcuate ledge **98** having its concave side facing the pivotal axis of the launching lever is provided at the distal side of the bottom wall **92** in a position where it is clear of the launching lever in depressed position. Seated flatly on the ledge is the identifying color panel **66**. Desirably, one launcher is provided for each player, each launcher having an identifying panel of a different color such as one of green, blue, red and yellow.

The method for playing the game is quite apparent. Each player has assigned to him or selects a different color. He then temporarily acquires a launcher of that color and a group of projectiles of that color. Thereafter, the players in turn attempt to launch their projectiles in such a fashion that they will land on their assigned colored area of the target grid. The players usually will be told to place the launchers anywhere in back of a line spaced a certain distance from the target grid and the players may be placed at different spots around the target grid.

It will be observed that the various edges and corners of the different parts of the game are rounded to minimize injury to the players.

The scoring marker **62** aids a player in keeping track of his score. The scoring marker is intended to function in association with a printed scale **100** arranged alongside the distal edge of the panel **66**. Said scoring marker cooperates with a curved slot **102** at the outer edge of the ledge **98**. It will be observed that the distal edge **104** of the launcher base is spaced from the ledge **98** and defines one of the edges of the slot **102**, the other edge of which is defined by the ledge **98**. The upper surface of the edge **104** is somewhat above, e.g., a quarter of an inch above, the upper surface of the ledge **98**. Because the base is made of flexible resilient polyethylene and because the curved slot **102** is quite long, running as it does lengthwise of the crossbar of the T-shaped base, it is relatively simple to displace the edge **104** vertically with respect to the ledge **98**, thereby effectively enlarging the gap width of the slot **102**. That is to say, the effective slot width increases because when the base is unstressed in this area, the slot has only a horizontal width and no vertical component, whereas when, as shown in FIG. **4**, the parts are relatively displaced vertically, the large vertical component is created.

The scoring marker **62** is ladle shaped. It includes a horizontal branch **106** which might be considered the handle of the ladle, and attached to an end of the branch is a U-shaped section including an inner leg **108** connected by a base **110** to an outer leg **112**. The two legs are approximately parallel to one another. The outer leg **112** constitutes one wall of a handle **114**. The inner surface of the outer leg is formed with a vertically extending indentation **116** (see FIG. **5**).

When the scoring marker is coupled to the launching base, as best shown in FIG. **3**, the branch **106** overlies the line of scale graduations **100**. Said branch is formed with an aperture **118** which is large enough to show therethrough any one scale number and exclude scale numbers lying to either side thereof. The undersurface of the branch **106** adjacent the inner leg **108** rides on a stub rib **120** forming the inner edge of the slot **102**, said stub rib protruding upwardly from the ledge **98**. The inner leg **108** extends downwardly from the branch through the slot **102** lying vertically alongside of the inner edge of said slot. The base **110** of the scoring marker slides along the lower surface of a flange **122** depending from the perimeter of the edge **104**. The outer leg **112** extends vertically upwardly from the base along the outer surface of said flange **122**, lightly engaging the same. Desirably, the top edge of the inner leg **108** is level with or extends slightly above the edge **104**. Inasmuch as the edge **104** with its flange **122** substantially fills the scoop portion of the ladle-shaped scoring marker, and inasmuch as the branch **106** engages the top surface of the ledge **98** by riding along the rib **120**, once the marker has been coupled to the base it remains captively held in position thereon, although it can slide along the slot **102** and the edge **104**.

The flange **122** is formed with a plurality of narrow vertical protuberances **124**, each protuberance being aligned with an associated number of the scoring graduations **100**. These protuberances will snugly fit into the indentation **116** and when any single protuberance is thus disposed the aperture **118** of the branch **106** will expose therethrough a selected scoring number. Because the scoring marker is slightly flexible and resilient, it can be moved so that the indentation successively engages protuberance after protuberance under the control of the player.

To couple the scoring marker to the base of the launcher, the ledge **98** is depressed with respect to the edge **104**, as shown in FIG. **4**. Then the branch **106** of the scoring marker is tilted and inserted through the vertically enlarged slot **102**, as illustrated likewise in FIG. **4**. This insertion is carried out sufficiently to insert the edge **104** and its flange **122** in the channel of the marker. Then, the ledge **98** is released whereupon the rib **120** will engage the undersurface of the branch to captively lock the same to the launcher base.

Desirably, a post **126** extends vertically up from the base **110** to ride alongside of the inner surface of the flange **122**. This aids in locking the scoring marker to the launcher base.

It will be appreciated that although the scoring marker may be readily easily assembled on the base as described above, it will hold itself in place despite rough handling of the launcher and only can be removed deliberately.

It thus will be seen that there has been provided a game which achieves the several objects of the invention and which is well adapted to meet the conditions of practical use.

As various possible embodiments might be made of the above invention, and as various changes might be made in the embodiment above set forth, it is to be understood that all matter herein set forth or shown in the accompanying drawings is to be interpreted as illustrative and not in a limiting sense.

Having thus described the invention, there is claimed as new and desired to be secured by Letters Patent:

1. In a game of the character described, a target grid for receiving conical projectiles with rounded weighted noses in nose down position at the end of parabolic flight from a launcher, said grid including; a projectile-receiving horizontal target partition, said partition being composed of an orthogonal array of rows and columns of seats, said seats being immediately juxtaposed to one another, each of said seats constituting a square inverted pyramid with a truncated open circular bottom, all of said seats having the same configuration, the walls of adjacent seats between them forming linear apices of dihedral angles, said apices extending continuously across said target grid, all of said apices lying in a common horizontal plane, said apices intersecting where seats meet at common corners so that the entire upper surface of the partition is composed of a network of such apices whereby when a projectile lands nose down on said partition it will always be guided down into one of the seats and will not tend to rest on a surface of the partition bridging the seats, said intersections lying in said horizontal plane so that there are no sharp upwardly projecting injurious cusps, and an upstanding boundary frame surrounding said partition, said partition being set into the boundary frame, the bottom edge of the boundary frame lying in a second horizontal plane, said open bottoms of the square inverted truncated pyramidal seats being spaced above said second plane a distance sufficient to permit the noses of the projectiles received in the seats to clear said second horizontal plane.

2. A target grid as set forth in claim **1** wherein a portion of the boundary frame projects above the partition to protect the partition and to protect a player of the game.